

Sirius™ presents

FANTASTIC VOYAGE™



Games of the Century™



Game Instructions

FANTASTIC VOYAGE™

TO BEGIN — VIC-20* & COMMODORE 64*:

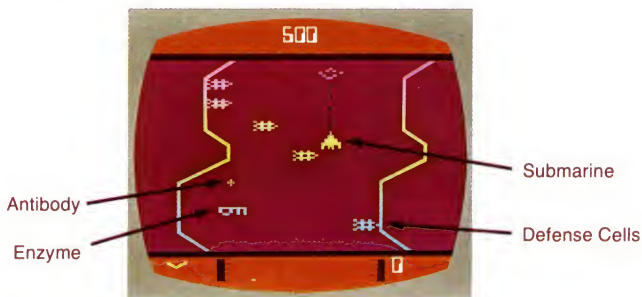
Set up your computer system and joystick as instructed in your owner's manual. Turn the power OFF and insert the Fantastic Voyage game cartridge.

Turn the power ON. Use the f5 key to select a Play Level, then press the SPACE BAR or joystick button to leave the game demonstration. Now compose yourself; you are about to become very tiny.

TO BEGIN — ATARI* 400 & 800:

Set up your computer system as instructed in your owner's manual. Plug the joystick into controller jack #1. Turn the power OFF and insert the Fantastic Voyage game cartridge.

Turn the power ON. Use the SELECT key to select a Play Level, then press the START key or the joystick button to leave the game demonstration. Now compose yourself; you are about to become very tiny.



THE OBJECTIVE:

You and your submarine are to be injected into the bloodstream of a critically ill patient. Your mission is to travel through several phases of artery obstacles and destroy a life-threatening Blood Clot.

JOYSTICK CONTROL:

Tilt the joystick forward to increase your speed or backward to slow down or back up slightly. Your sub is equipped with medical technology's finest laser ray. Press the joystick button to fire it. Hold the button down for rapid fire.

CONVENIENCE CONTROLS — ATARI* 400 & 800:

SELECT Key = Selects a Play Level at any time during the game.

OPTION Key = Pauses and restarts Fantastic Voyage at any time during play.



CONVENIENCE CONTROLS — VIC-20* & COMMODORE 64*:

f5 Key = The Play Levels are selected from the game demonstration only using the f5 key.

RESTORE Key = Returns you to the game demonstration. (NOTE: When you start a new game you will start at the last level that was selected using the f5 key.)

RUN STOP Key = Pauses and restarts the game at any time during play.

f7 Key = If your TV screen looks a little fuzzy, try pressing the f7 key to clear the image.

SCREEN DISPLAY/SCORING:

While in the game demonstration, the Play Level is shown at the top of the screen. The score is displayed there while the game is in play. A Time Clock is located in the bottom left corner of the screen. A Heart Monitor is located in the bottom center and a Patients Saved tally is in the bottom right corner.

The Heart Monitor displays the patient's condition. Patients begin each game with a slow, steady heartbeat. EACH TIME YOUR SUB CRASHES INTO ANY OBJECT, THE PATIENT LOSES STRENGTH. Each time you allow Antibodies, Bacteria or Enzymes to pass your sub alive, the patient's heart will skip a beat and he will lose strength. (The Phases/Obstacles section describes additional qualities of each object.) Every time the hour hand of the Time Clock completes a cycle, the patient also loses strength. A flat heart rate means that you have lost the patient and the game is over.

Points are awarded for shooting obstacles and bonus points are gained for completing each phase. The stronger the patient's heartbeat upon completion, the higher the bonus.

PHASES/OBSTACLES:

No matter which Play Level you choose, you will have to travel through several phases to reach your goal, the dreaded Blood Clot. When operating on your first patient you must battle your way through phases 1, 2, 5 and 6. Phase 3 is added on to your second journey to the Blood Clot in that same Play Level. From your third voyage on, you must navigate all six phases.



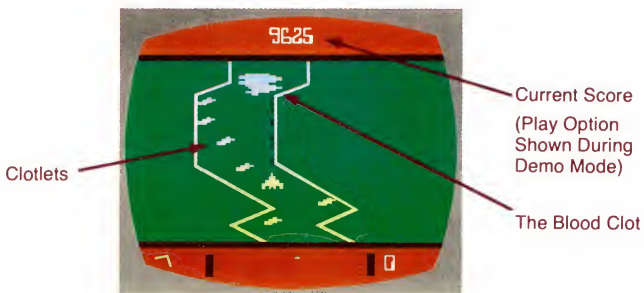
ANTIBODIES: Avoid touching the artery walls. When they are irritated, fast acting Antibodies are released. Destroy as many as possible, for they can cause damage to your sub and those allowed to pass by will steal strength from your patient. Antibodies can be present in phases 1 through 5.



ENZYMES: You should attempt to shoot any Enzyme you see in order to release its healing properties. Blasting Enzymes is the only way you can restore lost strength to the patient. Allowing one to pass you by has no adverse effects. Enzymes are present in phases 1 through 5.



PHASE 1: DEFENSE CELLS from the patient's primary immune system are released from the artery walls as you approach. You may blast these with your laser for points, although the patient is not harmed if they pass by.



PHASE 2: The BLOOD CELLS in phase 2 supply your patient with oxygen. Try not to shoot or touch them, as their destruction will have a negative effect on the patient's condition.



PHASE 3: Any BACTERIA allowed to live in the patient's blood stream will decrease your patient's chance for survival. Each time you shoot a Bacterium, it weakens. You must shoot it three times to completely destroy it.

PHASE 4: Defense Cells, Blood Clots, and Bacteria are all present in this very challenging phase.

PHASE 5: As you near your goal, you will find that the artery begins to narrow. You must try to navigate through phase 5 without touching the artery wall.



PHASE 6: Small CLOTLETS, as well as your final target, the BLOOD CLOT, await you in phase 6. You must steer carefully through the indestructible Clotlets to reach the Blood Clot. Be careful! Running into the Clot is fatal to both you and the patient. FIFTEEN laser blasts are required to destroy it. All fifteen shots must be fired before the Heart Monitor goes flat. Then, if you're up to it, you can continue with the next patient.

PLAY LEVELS:

LEVEL 1 = Normal Game

LEVEL 2 = Extended Normal Game

LEVEL 3 = Difficult Version for Advanced Players

LEVEL 4 = Extended Difficult Version

LEVEL 5 = Easy Game for Beginners

LEVEL 6 = Extended Easy Game

In the extended levels, the first five phases of your voyage are longer. In the difficult levels, you will face more obstacles on your journey to the Blood Clot. In the easy levels, collisions cause less damage to the patient and there is no time penalty. Each time you destroy a Blood Clot, you are given the chance to save another patient in the same Play Level.

HINTS FROM THE DESIGNER . . .

Avoid the walls. Not only are the Antibodies dangerous, but they also cut down the chance that an Enzyme will appear.

Get close to the Bacteria and the Blood Clot. This allows your laser to shoot faster. Try to hit each Bacterium at least once, but don't waste too much time on them. Time is your biggest enemy.

Be ready for each new phase, since each requires a different strategy.

Watch the Heart Monitor. If it begins to go flat, you'll want to speed ahead instead of shooting for more points.

OTHER STARS FROM SIRIUS™

ATARI® 400 & 800

| | |
|------------------|--------------|
| Fast Eddie | Megaforce |
| Fantastic Voyage | Worm War I |
| Turmoil | Beany Bopper |
| Deadly Duck | |

VIC-20® & COMMODORE-64®:

| | |
|-------------|------------------|
| Fast Eddie | Fantastic Voyage |
| Deadly Duck | Snake Byte |
| Turmoil | |

ATARI® 800 DISK:

| | |
|------------|---------------------|
| Bandits | Space Eggs |
| Cyclod | Wayout |
| Snake Byte | Blade of Blackpoole |
| Sneakers | |
| Twerps | |

For more information, contact your local Sirius™ dealer or write us at
10364 Rockingham Drive, Sacramento, CA 95827.

Game Design by David Lubar
Atari 400 & 800 Version by Tom McWilliams
Program and Audio Visual © 1982 Sirius
Packaging © 1982 Fox Video Games, Inc.
All Rights Reserved

Sirius is a trademark of Sirlus Software, Inc.
Fantastic Voyage is a 20th Century Fox
Film Corporation Production
Games of the Century is a Trademark of Fox Video Games, Inc.
*Vic-20 and Commodore-64 Are Trademarks of
Commodore Business Machines, Inc.
Atari is a Trademark of Atari, Inc.
Sirius is Not Affiliated with Atari, Inc. or Commodore

Sirius Software, Inc., Sacramento, California 95827

Printed in U.S.A.

FANTASTIC VOYAGE™

**1 Player Using
Joystick Controller**

Fantastic Voyage Is A Trademark Of Sirius
Program And Audio Visual © 1982
Sirius Software, Inc.
Packaging © 1982
Fox Video Games, Inc.



Games of the Century™



Sirius™